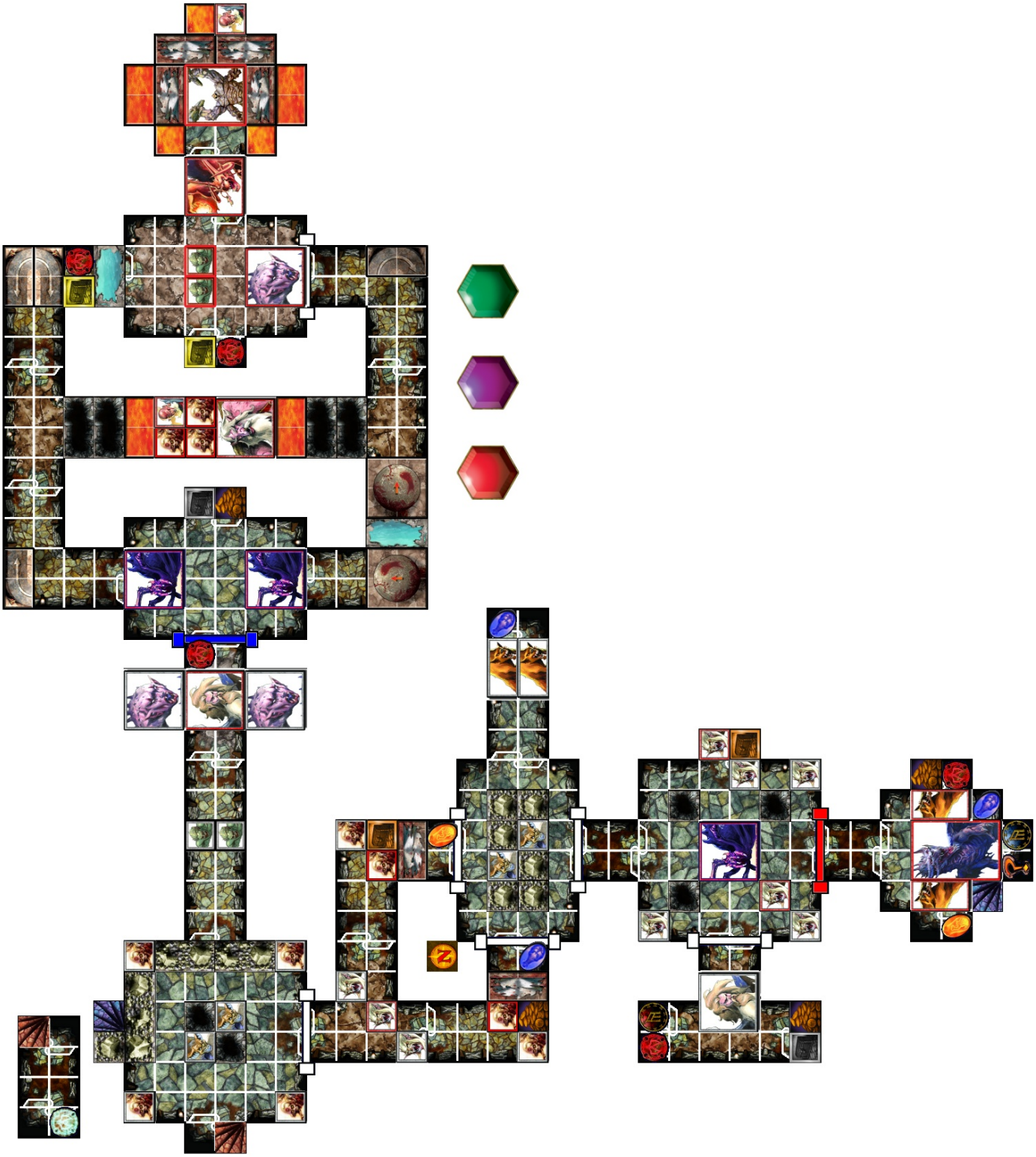

Fan Created Scenario.

Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

# New Scenario

By Shane

## Scenario Background

Your journey has brought you to the city of Camelot. Whilst at the local tavern, where it seems you spend more time than in dungeons, you see a posting on the wall. "Heroes cometh to the castle for the king has a quest in which your services are required." Seeing as you never turn down the chance to die at the hands of a dragons fiery breath or a demons clawd hands you decide to see whats up. Arthur the king is deathly Ill and in order to save him he requires the "Holy Grail" hidden deep within a powerful sorceresses dungeon. Seems the sorceress, "Morgana" has also stole Arthur's legendary blade "Excalibur". If you can find this blade it will aid you in destroying Morgana allowing you to retrieve the grail.

## Mission Goals

Your goals for this mission are to retrieve Arthurs trusted and most powerful blade "Excalibur" and use it to slay the sorceress "Morgana", in order to grab the "Holy Grail" to save Arthur and his kingdom. Activating those red things will probably help, but is not recomended unless you donlt want to die or something like that. You begin with 8 Conquest Tokens, if you ever run out you suck, Good Luck!

## New Area

As you descend the stairs the rotten smell of decay is trong in the air. You see some rubble in the far corner and acroos from you, but it looks heave and unmoveable. Suddenly the dead start to rise and move towards you as well as bats appear out of holes from the ground. Nothing a hero cant handle.

## New Area

Aww finally something bigger to kill and, but this one has alot of friends and they all look hungry. Across the room you see an enchanted door, looks like youll ned a special key to open this one, maybe its in the room to the west?

## New Area

Whoa where did this come from? The demon snarls at you, " If you want the key to that door you'll have to defeat me, too bad you wont puny mortals."

## New Area

As you use the key to open the sealed door, a powerful blast knocks you back 5 spaces. A huge dragon stands ready to breath its moltan fire breath all over you and he has small frinds who want to do the same thing, "I am the guardian of the sorceress, I have been entrusted to guard this legendary blade and unless you can kill me you will never take it."

**If the heroes slay the mighty dragon.**

The dragon lets out a mighty roar and fals to the floor having failed its master. Behind it you see a glowing weapon. The Player who dealt the killing blow recieves the Blade Of Light card from the relic deck. In order to pass this weapon the player must expend all movement points and fatigue. When the heroes use the staircase the rubble is removed by the power of the sword and they can go further on into the next area.

## New Area

In this area you hear the sound of rock moving which is probably a bad thing. Then you see a boulder coming down a track. You'd better get a move on before your flatened by it, oh and you'll have to deal with the giant spigers and other large things on your way. You must be close to the final room and your showdown with the sorceress.

## New Area

As you open the door you are suddenly grabbed by the coils of a fierce naga. As you struggle to free yourselves you see the sorceress. She speaks in a rach voice, "So i see my dragon has failed to stop you, no matter I have plenty of friends who would like to devour you. With that a giant demon and stone giant appear, it's a good thing you have that sword, as its powers are more than enough to slay these beasts.

## New Area

With the beasts slayn all thats left is the sorceress it kill so you gan get the holy grail, but she wont let it go without a fight. The sorceress Morgana has the same stats as a master sorcerer except she has + 12 health, +10 Armor and rolls 2 dice for undying, she is also immune to magical attacks.

**If the heroes manage to kill Morgana.**

As Morgana takes her last breath she curses you names and suddenly vanishes. When the mist clears you see the relic you've been searching for, the "Holy Grail". With it in your possession you head back to town tired and a little crisp. As you approach the throne the grails magics start to work nourishing and strengthing the king back to his former glory. "Thank you heroes of Camelot I will knight thee and you will be welcome here for all eternity." The End.....

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.